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CLOCKWORK KNIGHT™ 2



SEGA SATURN™



81036



AGES 6+

WARNINGS

READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

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Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

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- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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THE KNIGHT'S ERRAND

Every night, while the rest of the house sleeps, a strange and wonderful thing happens: at the stroke of midnight, all the toys in the house come to life, awakened by Chelsea, the Clockwork fairy princess. Her magical voice calls all the toys to wake up and come together to sing and dance and play until the sun comes up.

But there is no joy in Toyland tonight. Princess Chelsea has been captured and carried off. The noble (and slightly clumsy) knight, Sir Tongara de Pepperouchau, searched the house over and made a daring rescue... but no sooner had he and his friends carried Princess Chelsea home than a screeching mechanical monster swooped into the toy room and carried her off once more!

All the toys are worried—if Princess Chelsea doesn't return by dawn, there will be no one to awaken them the next night... or ever again. Who could do such a thing, and why? Whoever it is has called together an army of Clockwork soldiers and brainwashed toys to put a stop to any attempt at rescue.

It's all up to you now. You are the hero, the brave, strong knight and master swordsman, Sir Tongara de Pepperouchau III ("Pepper" to your friends). Now you must embark on another daring adventure to find and rescue the princess, and defeat her evil captor.

You have a big house to explore, and it's filled with unpredictable dangers. But you have your friends and family and your faithful steed, Barobaro, to help you.

You'll be a busy knight tonight. Better hurry. There are only a few short hours before sunrise....



CAST OF CHARACTERS



SIR TONGARA DE PEPPEROUCHAU III

("Pepper" for short): The brave and dashing hero of this tale.

BAROBARO

A nearsighted donkey who acts as Pepper's faithful steed. He's extremely fond of Soltia.



DR. JUNIOR

Pepper's close friend and valet. This busy top worries a lot and sometimes treats Pepper like a little boy.





GINGER

Though he's Pepper's chief rival and a bit of a showoff, this proud knight will give his all when it comes to saving Princess Chelsea.



SILVER

A clothes brush by day and Ginger's steed by night, Silver is a bit snobby and believes he's the perfect horse for the perfect warrior.



LE BON

Ginger's valet, Le Bon is known for his bouncy outlook on life and his fondness for racing.



ONEON

Pepper's father. A dramatic character who thinks his family has forsaken him.



BARLOCH

Pepper's highly respected—if slightly misguided—grandfather.



MR. BIG

This puzzle is Ginger's lord and teacher. All of the toys think he is a wise old mystic.



VOLTILIA

A hot-tempered perfume bottle who loves music, cards and games of chance. She has a big crush on Pepper, and considers Princess Chelsea a rival for his affection.



CLOCKWORK DIANNE CHELSEA

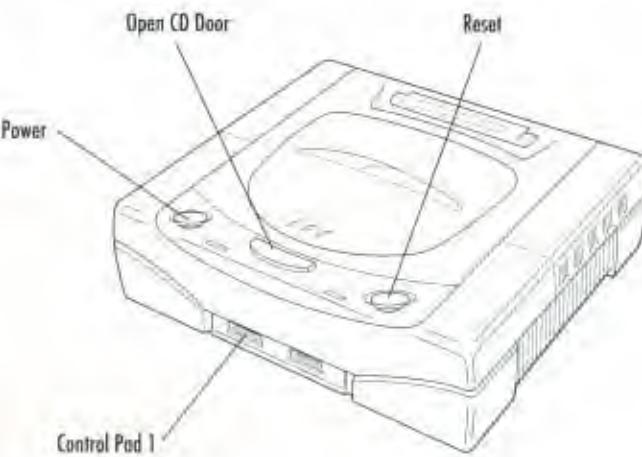
Her magical voice awakens the toys every night at midnight. Both Pepper and Ginger compete for her heart.



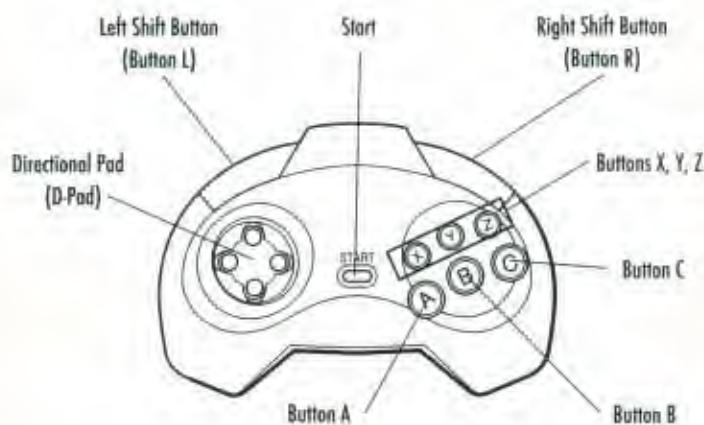
OWNING YOUR SEGA SATURN

1. Set up your Sega Saturn system by following the instructions in the Sega Saturn Instruction Manual. Plug in Control Pad 1.
2. Place the Sega Saturn disc, label side up, in the well of the CD tray, press it down into place and close the lid.
3. Turn on the TV or monitor and the Sega Saturn. The Sega Saturn logo will appear on screen. If nothing appears, turn the system off and make sure it is set up correctly before turning it on again.
4. If you wish to stop a game in progress, or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control panel.

Important: Your Sega Saturn compact disc contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



TAKE CONTROL!



D-Pad

- Highlights items in menu screens
- Moves Pepper around the screen
- Scrolls the screen up and down
- Speeds up/slowes down Barobaro during riding scenes (see page 14)

Start

- Starts the game
- Pauses the game; resumes paused game
- Skips introductions

Buttons L and R

- Shifts Options screen from game to sound options
- During play, displays/hides the status information at the top of the screen

Note: These are the default control settings. Button functions can be changed in the Options screen (see page 11).

GETTING STARTED



Following the Sega logo is a series of demonstrations. Press Start at any time during the demos to bring up the Title screen, and press Start again to view the Main Menu. Select a game mode by pressing the D-Pad LEFT or RIGHT. Press Start to call up the mode, or press Button A or C for an explanation of the selected mode. From the explanation, select PLAY and press Button A, C or Start to call up the mode, or select EXIT to cancel. You can also press Button B to cancel selections.

The Movies! lets you view all the special animated scenes from both *Clockwork Knight* and *Clockwork Knight 2*... well, almost all of them... See below for details.

Bosses Galore pits you against the bosses from both *Clockwork Knight* and *Clockwork Knight 2*. Choose either Pepper or Ginger to take up the quest. See page 10 for details.

Choose **Part 2** to play a regular game of *Clockwork Knight 2*. See page 11 for details.

Note: You can exit any mode by holding Buttons A, B and C simultaneously, then pressing Start.

THE MOVIES!

Call up this mode and the movie menu appears. Press the D-Pad UP or DOWN to select a movie, and press Button A, C or Start to get the movie rolling. Press Button B to return to the Main Menu. To stop a movie in progress, press Button A, C or Start.

Certain scenes (those marked with question marks) won't be available at first. It's up to you to find the way to access these.



BOSSES GALORE



Call up this mode to see the Bosses Galore menu. Make all selections by pressing the D-Pad LEFT or RIGHT, and pressing Button A, C or Start. Cancel by pressing Button B. Select START to enter the game or OPTIONS to call up the Bosses Galore Option screen. The Option screen for this mode is the same as the one for the Part 2 game, only there are no sound options available. For details, see "A Knight's Options" on the opposite page.

Before you play, choose the knight you wish to take into battle, then step into the arena!



Pit your wits and your sword against all of the bosses from both Clockwork Knight games. For the rules, see "Game Rules" on page 15. Once you defeat the final boss, you receive a rank according to skill. If you rank Expert or above, you get an extra bonus...



Ginger

PART 2

Select Part 2 and press Start to call up the Title screen. Press the D-Pad LEFT or RIGHT to select START or OPTIONS, then press Start.



A KNIGHT'S OPTIONS



Press the D-Pad UP or DOWN to highlight an option. Press LEFT or RIGHT to change option settings.

Level: Choose from TRAINING, NORMAL and HARD. Use TRAINING to learn the game, but you will not be able to see the rescue through to the end.

Player: Choose from three to six Tries (for details see page 15).

Control: Here you can customize your Control Pad. Press the D-Pad UP or DOWN to highlight a function, then press the button you want to use for that function. If you want to use the D-Pad for a certain function, press the D-Pad LEFT or RIGHT until the + icon appears on screen.

To return to the Title screen, highlight EXIT and press Button C.

_SOUND OPTIONS

In the Options screen, press Button R to call up the Sound options. Make selections as in the Options screen.

Sound: Choose between STEREO and MONO sound.



BGM and SE: Play the background music or sound effects used in the game. Press the D-Pad LEFT or RIGHT to select a track, and press Button A or C to start the track. Button B stops the music.

Press Button L to return to the game options. To return to the Title screen, select **EXIT** and press Button C. You can also exit the Options and Sound options screens by pressing Start.

A KNIGHT'S ACTIONS

Strength and courage are needed, it's true, but you must also master some fancy moves if you are to rescue the fair Princess Chelsea.



Dash

Press the D-Pad TWICE LEFT or TWICE RIGHT and HOLD. Release the D-Pad to skid to a stop. Combine the Dash with an attack or jump for an extra powerful move!



Jump

Press Button C to jump. Hold Button C for a higher jump. For a longer jump, perform a Dash, then press Button C while running.



Attack/Wind Up

Press Button B to strike out with your Key. Tap Button B repeatedly to put the big wind up on enemies or open locked boxes.



Key Lunge

Perform a Dash. While running, press Button B. Ha! Take that!



Pick Up, Carry and Throw Things

This is a very handy move that you'll use a lot. Experiment—there are plenty of possibilities!

- ☞ First, press and HOLD Button B.
- ☞ Next, approach the object you want to pick up (use the D-Pad).
- ☞ Pepper will automatically pick the object up when he gets near it. Now you can use the D-Pad to walk or dash around, or press Button C to jump. Keep holding Button B to carry the object with you.
- ☞ To throw the object, release Button B.
- ☞ To throw an object straight up in the air, hold the D-Pad UP, and release Button B.
- ☞ To gently put an object down without throwing it, hold the D-Pad DOWN, and release Button B.

Scout Your Surroundings

Press the D-Pad UP to get a better look at things above you. Press the D-Pad DOWN to duck down and look out below. Ducking is also a good way to dodge low-flying enemies and obstacles.



Get Pushy

There are some objects you can push around. Press the D-Pad in the direction you want to push.



Pull Objects

Press and hold Button B, then approach the object you want to grab. When Pepper grabs the object, press the D-Pad in the direction you want Pepper to pull.

Key Grab

See an item you can't quite reach? Press Button B. If you can touch it with your Key, it's yours!



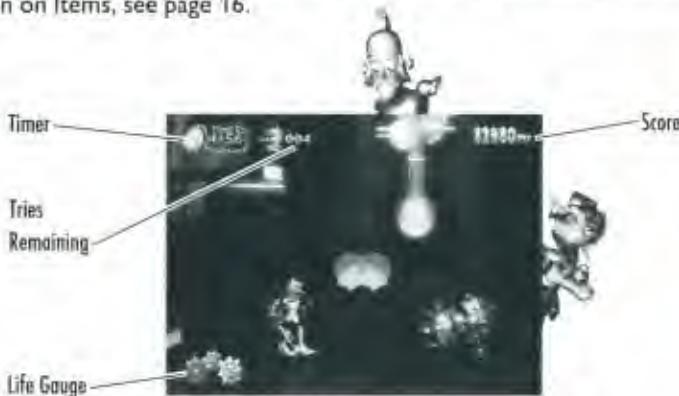
The Wild Ride

You will speed through some stages astride your donkey-steed, Barobaro. Press Button B to attack any enemies that happen to be blocking the road. Press Button C to jump. You can speed up by pressing the D-Pad RIGHT, or slow down by pressing LEFT.

KNIGHT'S PLAY

SCREEN SIGNALS

You can hide the status information at the top of the screen by pressing Button R on your Control Pad. Press again to see your status. For information on Items, see page 16.



Timer: You start each stage with six minutes (four minutes in Hard mode). Pick up extra time by grabbing Pocket Watch items.

Tries Remaining: Pick up extra Tries by grabbing 1UP and 3UP Items, by landing on the correct letters at each Goal, and by accumulating 50,000 points.

Score: Score points by defeating hostile toys and grabbing Items.

Life Gauge: You start each stage with three Gears (hits). Each time you take damage from an enemy or obstacle, one Gear pops off the screen. Restore your Gears and pick up extra Gears by grabbing Key items.

GAME RULES

You start the game with three to six Tries, depending on what you've chosen in the Options screen (see page 11). The default is three Tries. You lose a Try if:

- ☞ You fall off the bottom of the screen.
- ☞ You run out of Gears.
- ☞ The Timer reaches zero.

Each time you lose a Try, you restart at the beginning of the stage you are in. When you run out of Tries, the game ends.

GETTING TO THE CORE



At the end of each stage is a springboard. Leap from the springboard and land on the glowing letter to pick up an extra Try. If you miss... better luck next time.

SETTLING THE SCORE

Score bonus points at the end of each stage for the following:

Time Bonus: Get points for each second remaining on the Timer at the end of the stage.

Life Bonus: Get points for each Gear left on your Life Gauge at the end of the stage.



KNIGHT'S TREASURE

You'll find Items lying about each stage, or concealed in throwable objects (such as eggs). You can grab Items by simply touching them.



Bronze Key: Restores one Gear on your Life Gauge.



Silver Key: Restores all the Gears on your Life Gauge.



Gold Key: Restores all the Gears on your Life Gauge, and gives you one extra Gear.



1UP: This blue and gold helmet gives you an extra Try.



3UP: This red and gold helmet gives you three extra Tries.



Invincible: This makes you invincible to enemy attack for a short time.



Pocket Watch: These add either one or five seconds to the Timer.



Imperial Crown: Collect these to use either in the Soltian Roulette bonus game (see page 18) or to continue the game (see page 19).

ENTER THE QUEST!

There are four rooms for you to search. Each room has three stages.

KID'S ROOM



Find your way through a maze of toy blocks. Seek treasures on ramps, then battle toy traffic and dodge dangerous obstacles on the racecar tracks. Use your Key to unlock large boxes, then jump inside to travel to other parts of the room.

STUDY

Rockets can be dangerous, especially to enemies if you hit them at the right time. Closed books conceal terrors or treasures—open them and find out what's inside. Use lighters to ease the gloom and fend off flying foes.



BATHROOM



Ride rubber ducks, soapy sponges and toy turtles to stay out of hot water. Search hanging plants for surprises.

CLOCK TOWER

Drop through pipes and dance on turning wheels. Turn locks to change the direction of the wheels, and beware of the oil slicks. Watch your step—it's a long way down! You're reaching the end of your quest. Will you rescue Princess Chelsea in time?



SOLTIAN ROULETTE: THE BONUS STAGE

After completing each part of the house, you can try your luck in the Soltian Roulette... that is, if you have enough Imperial Crowns. Soltia the perfume bottle hosts this game of chance. Press Button A, B or C to forward through her introduction.



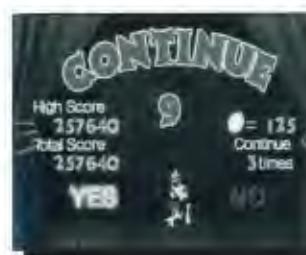
You can enter a round requiring 5, 10 or 15 Imperial Crowns to join, or quit the bonus stage. Highlight your choice with the D-Pad, and press Button A, B or C to select. The more you pay to enter a round, the better your chances of winning.

After the treasure boxes stop spinning, press the D-Pad LEFT or RIGHT to choose a box. Press Button A or C to open the box.

Did you win? If so, you can either play double or nothing, or keep your winnings and play a new round. If you go for double or nothing, you don't have to pay another entrance fee to play. However, your winnings are lost if you lose the double or nothing round. Press the D-Pad LEFT or RIGHT, and press Button A or C to make your choice.



GAME OVER/CONTINUE



When you run out of Tries, the Continue screen appears. Select YES to continue play at the beginning of the stage you left off. Make your selection with the D-Pad, then press Start.

You receive one Continue for each 40 Imperial Crowns you have at the end of the game.

PRUNCHAU'S POINTERS

- ☞ If you're getting near an egg, press and hold Button B to avoid knocking the egg beyond your reach.
- ☞ Avoid throwing eggs too close to the edges of the screen—any item that goes beyond your reach is lost forever. Your best bet for picking up all the items from an egg is to carry the egg to a safe place, then toss the egg straight up over your head.
- ☞ Throwing enemies at other enemies sometimes sets off a chain reaction that rewards you with a big bonus! Style counts!



Silver, Le Bon & Ginger



Prunchau, Soltia & Barbaro

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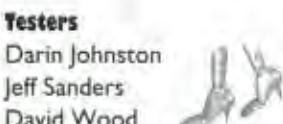
Enos Bytes

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Sarah Wittmer

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Terry Tang



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